The Game You Can Do Anything To Win

FOR 2 TEAMS (4 OR MORE PLAYERS)

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OBJECT

To be the first team to move from START to the CLAIM TO FAME™ Finish by getting your team members to yell out facts about famous celebrities and personalities.

EQUIPMENT

CLAIM TO FAME game board ★ Deck of 450 cards ★ 1 Pad ★ 1 Pencil ★ Card holder ★ 2 Tokens ★ 60-Second timer

SETUP

Divide into two teams of equal number. Each team places a token at START. Flip a coin to pick a team to go first.

GAMEPLAY

Play passes back and forth between teams; teammates all take turns giving clues.

On your turn you're "it" – and must give clues to make your teammates yell out all five of the facts or names on the back of the celebrity card. Your clues may consist of drawing, charades, and/or verbal clues (word association). Certain spaces on the game board will limit which of the three you may use.

1. Draw the first card in the boxed deck. Look at the side with two celebrity names on it: Read them to yourself, and select which one of the two you want to perform. YOU MAY NOT LOOK AT THE FIVE FACTS ON THE BACK BEFORE YOU DECIDE. Make your selection based on the names only.

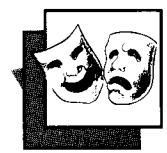
   Put the card in the card holder so your team members can read the name you picked; keep the back of the card with the five facts on it faced towards you – don't let anyone else see them.

2. When you have made your name selection and are ready to start, the other team turns over the 60-second timer.

3. When your time has run out, your turn ends and your team moves its token ahead. See Scoring.

The Game Board Spaces

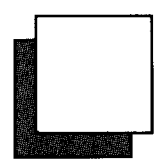
DRAW: Draw any images you want – but do NOT draw numbers, letters or other symbols.



CHARADES: Act all you want – but do not speak.

VERBAL CLUES (Word association): Speak! Say whatever you want – except any of the actual words that appear in the facts themselves.

? Your opponents pick which way you'll give clues – will they make you draw, do charades, or give verbal clues? They decide AFTER you've announced the name of the celebrity.



Blank Space: Do whatever you want – draw, do charades, or give verbal clues, either separately or in combination.

START: Counts as a blank space.

Scoring

On a blank space:

- Score one point for every fact your team correctly guesses.
- Score one bonus point if your team guesses all five facts – and move ahead a total of six spaces.

On a ? or DRAW, CHARADES or VERBAL CLUES space:

- Score double points for every fact your team guesses, plus a two-point bonus if they guess all five.

BUT... if while being limited to only one type of clue you "goof"– i.e., by giving a verbal clue while performing on DRAW – your team doesn't get any points for that fact!

WINNING THE GAME

The first team to reach the CLAIM TO FAME Finish wins the game.

We will be happy to answer your questions or comments about this game. Write: Consumer Relations Department, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

PARKER BROTHERS